

OFFICIAL RULES

ODYSSEY²

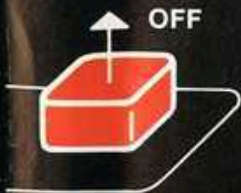


LAS VEGAS BLACKJACK!

Double down! Take insurance!
It's you against the computer!

IMPORTANT!

Always be sure that the power to your Odyssey² console is turned off before inserting a game cartridge. This protects the electronic components and extends the life of the unit.



TO BEGIN:

- 1 Insert the cartridge into the slot of the Odyssey² console with the label side of the cartridge facing the alpha-numeric keyboard.
- 2 Turn on the power by pressing the power button of the console. SELECT GAME will appear on your TV screen. If it does not, press the RESET key on the alpha-numeric keyboard.



On-screen colors may vary according to individual TV's color adjustments.

BLACKJACK!

(One or two players)

The computer is the dealer. The object of the game is to get a higher count of cards than the dealer, up to but not over 21. If a player draws cards with a point value over 21, the hand is a BUST, and he loses his bet to the dealer. If the dealer goes BUST, he pays off each of the remaining players. A player may "draw" any number of cards until he reaches or exceeds a total of 21. The dealer must "draw" a card on 16 or less and "stick" with his hand on 17 or more. An ace counts as either 1 or 11 at the player's discretion. Kings, queens and jacks count as 10 each. All other cards count as their face value.



- 1 Press the RESET key on the alpha-numeric keyboard. SELECT GAME will appear on the screen.
- 2 Press 1 on the alpha-numeric keyboard. The computer will ask how many players will be in the game.
Press 1 for one player. Press 2 for two players.
- 3 The computer starts each player off with a bankroll of \$1,000 and asks each player in turn for a bet.
- 4 A player makes a bet by pressing the appropriate numbers on the alpha-numeric keyboard. The amount will appear at the bottom of the screen. Commit the bet to the computer by pressing the ENTER key. (You can change your bet before pressing the ENTER key by pressing the CLEAR key to erase your first bet.) A player may bet any amount of money as long as it doesn't exceed the size of his bankroll. A player wishing to

Player 2

Player 1

1000

1000

Bankroll

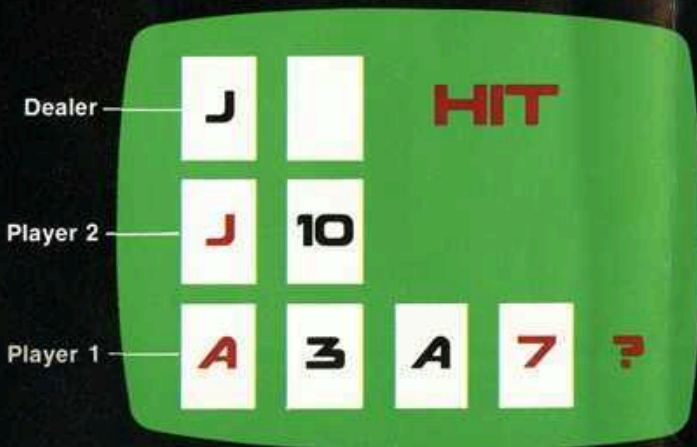
BET

300

Amount
of Bet

make the same bet in succeeding hands needs only to press the ENTER key.

- 5 After all bets are entered, the computer will shuffle the cards!
- 6 The computerized dealer will deal two face-up cards to each player and one face-up card and one face-down card to the dealer.
- 7 The dealer then offers each player in turn additional cards by signaling HIT? Answer YES or NO on the alpha-numeric keyboard.
- 8 After each player has been dealt a full hand, the dealer reveals his face down card. The dealer must take a "hit" or a total count of 16 or lower and "stick" on 17 or higher.
- 9 If the dealer or a player goes over 21, the hand is a BUST and signaled by B. Wins are signaled by W. Losses are signaled by L. Ties are signaled by T.



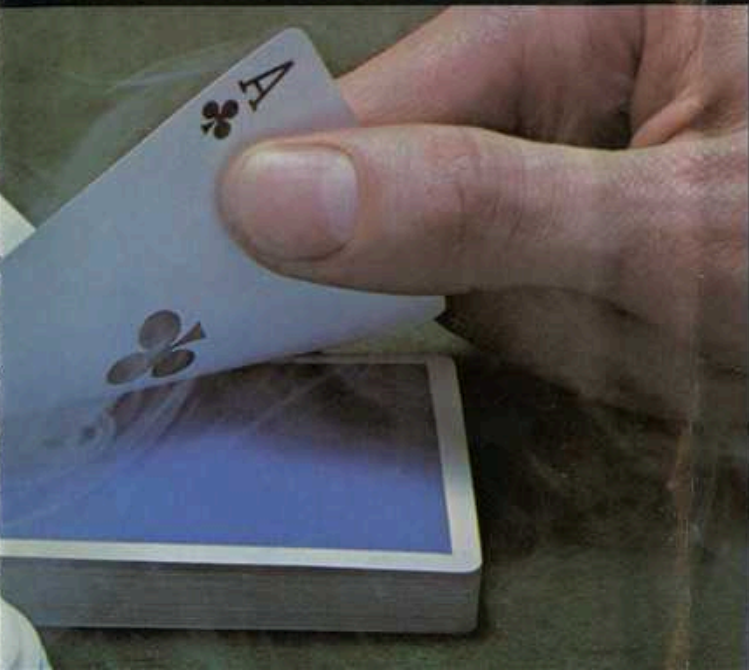
10 All bets are automatically paid off at the end of each hand. Ties are a standoff. **BLACKJACK** pays double. Five cards without a **BUST** is a win and pays double. All other bets pay even money except for **DOUBLE DOWN AND INSURANCE**.

11 DOUBLE DOWN! The computer will offer random opportunities for a player to double down. The player's bet is doubled, and he receives only one additional card.

If this bet is offered, signal the computer by pressing **YES** or **NO** on the alpha-numeric keyboard. Be sure you have enough money in your bankroll to cover a double down bet. If you do not and you lose the hand, the computer will show a negative cash balance and the game is ended.



- 12 INSURANCE!** If the dealer's face-up card is an ace, an insurance bet is offered against losing to the dealer's possible BLACKJACK. The insurance bet will be equal to half of the player's present bet on the hand and pays off two to one. The player wins if the dealer's face down card is a ten count and loses if it is not. If this bet is offered, signal the computer by pressing YES or NO on the alpha-numeric keyboard.
- 13** If one of the players loses his complete stake, the game is over. In any case, the game should end after a mutually agreed upon length of time. The winner is the player with the biggest bankroll at the end of that period.
- 14** To play again, press the RESET key and SELECT GAME will appear on the screen. Then press 1 on the alpha-numeric keyboard.



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